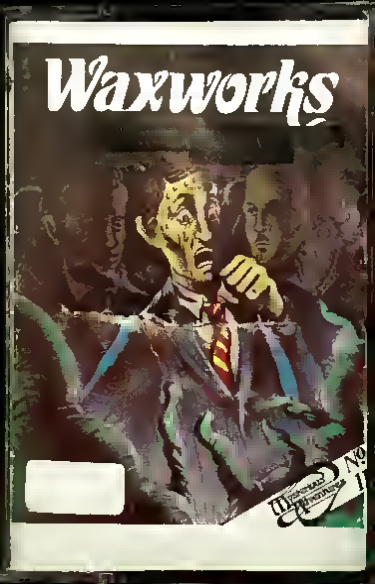
Waxworks



Wanworks

DIXON'S PACK

WAXWORKS

You awake with a start, you are alone in the leisure lounge of a deserted waxworks. As events around you take on ominous overtones you begin to wonder if you are dreaming. Beware though because in such macabre surroundings dreams end and nightmares begin ....

OTHER SOFTWARE TITLES

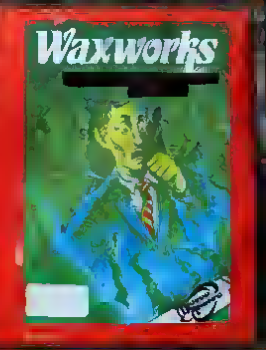
The Golden Baton	Perseus & Andromeda	The Black Sword
Arrow of Death Pt 1	Ten Little Indians	Merzak
Arrow of Death Pt 2	Mid Winter	I Spy for Kids
Escape from Pulsar 7	After the Fire	The Construction
Feasibility Experiment	Beyond the Infinite	Primary Maths
The Time Machine	Astral Zone	Maths Tutor
Circus	Lander	Gotcha Maths
The Wizard of Akyrz	Sheal Panic	Toddler Tutor

This product is Copyrighted and all rights are reserved. It is intended only for the use of the original purchaser to be used on the Computer System specified. Any unauthorised copying duplicating, transmitting, exchanging or hiring is expressly forbidden. Any person contravening this copyright will be dealt with to the full extent of the law.

Mysterious Adventures

Now manufactured and distributed by
ADVENTURE INTERNATIONAL UK LTD.
85 NEW SUMMER STREET BIRMINGHAM B19 3TE
Telephone 021-359 0801

HAUNTED HEDGES


Waxworks

Haunted Hedges / Wayworks

Side 1

Side 2

DIXON'S PACK

WAXWORKS

You awake with a start you are alone in the leisure lounge of a deserted waxworks As events around you take on ominous overtones you begin to wonder if you are dreaming Beware though because in such macabre surroundings dreams end and nightmares begin

This product is Copyrighted and all rights are reserved it is intended only for the use of the original purchaser to be used on the Computer System specified Any unauthorised copying duplicating transmitting exchanging or hiring is expressly forbidden Any person contravening this copyright will be dealt with to the full extent of the law

HAUNTED HEDGES by Derek Brewster

Type LOAD "CODE(") "key symbol shift +" P key twice both shift keys then " key and press ENTER then start tape

You have entered the spirit world and are forced into the greatest test of a spirit s spirit there ever was. Ghostly hedges glow all around in a confusing maze from which there is no escape Sinister overwhere ers gold coins these must be the reward you were always told you would get in heaven But they never said you would have to fight for it!

Your arrival stirs the guardians beings whose sole purpose is to protect their domain from intruders. They seek you out as you gather the ghostly coins Your only means of defence lies with the demon ice-axes lying in corners of the maze If you can get to one the guardians will run from you in terror knowing that you have the means of their destructio if you catch them but knowing also that ice-axe quickly melt! Of course you cannot kill them bu they are formed to rematerialize at their place of resi and that is where to score a few points with the Powers-That Be!

You are not immortal but out of an ethereal sense of fair play you have been allocated four lives with more if you really prove your worth. Ultimately though there is no escape, for if you succeed the Cosmic Scorer will make you do it all over again only faster out of spite Well they re only inhuman after all!

HAUNTED HEDGES Waxworks